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Roig, C.; Ripoll, A.; Senar, M.A.; Guirado, F.; Luque, E.;
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12 **A new model for static mapping of parallel applications with task data parallelism**
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14 **An architecture-based approach substantiating interagent connec in platforms**
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1 Instruction translation for an experimental S/390 processor

Rolf Hilgendorf, Wolfram Sauer

March 2001 **ACM SIGARCH Computer Architecture News**, Volume 29 Issue 1

Full text available: pdf(436.97 KB) Additional Information: full citation, abstract, index terms

The IBM™ S/390™ architecture is a complex architecture, which has grown over a long period of time. Typical implementations use microcode to cope with the more complex instructions and facilities of S/390. Current IBM S/390 processors even contain two levels of microcode.We report on an experimental S/390 processor based on a RISC processor kernel employing superscalar, out of order execution of instructions. S/390 instructions have to be translated into internal sequences of ...

2 Research demonstration summaries: DRT: a tool for design recovery of interactive graphical applications

Keith Chan, Annie Chen, Zhi Cong Leo Liang, Amir Michail, Minh Hoai Nguyen, Nicholas Seow

May 2003 **Proceedings of the 25th international conference on Software engineering**

Full text available: pdf(246.22 KB) Publisher Site Additional Information: full citation, abstract, references

Nowadays, the majority of productivity applications are interactive and graphical in nature. In this demonstration, we explore the possibility of taking advantage of these two characteristics in a design recovery tool. Specifically, the fact that an application is interactive means that we can identify distinct execution bursts corresponding closely to "actions" performed by the user. The fact that the application is graphical means that we can describe those actions visually from a fragment of ...

3 Technical papers: design recovery and documentation: Design recovery of interactive graphical applications

Keith Chan, Zhi Cong Leo Liang, Amir Michail

May 2003 **Proceedings of the 25th international conference on Software engineering**

Full text available: pdf(1.83 MB) Publisher Site Additional Information: full citation, abstract, references

Nowadays, the majority of productivity applications are interactive and graphical in nature. In this paper, we explore the possibility of taking advantage of these two characteristics in a design recovery tool. Specifically, the fact that an application is interactive means that we can identify distinct execution bursts corresponding closely to "actions" performed by the

user. The fact that the application is graphical means that we can describe those actions visually from a fragment of the appl ...

4 Description of prototypes: "Thin" vs. "fat" visualization clients
Mikael Jern
May 1998 **Proceedings of the working conference on Advanced visual interfaces**

Full text available: pdf(627.19 KB) Additional Information: full citation, abstract, references

A thin client, by definition, have minimal software requirements necessary to function as a user interface front-end for a Web enabled application and raises the issue of client vs. server data visualization rendering. Real-time visual data manipulation doesn't translate well into a "thin" client. While the VRML file format allows distribution of visualization scenes to the Web, the user has no access to the actual underlying data source. The "mapping" of numerical data into geometry format (VRM ...

Keywords: "Fat" client, VRML, Web components, information drill-down

5 Controlled natural language interfaces (extended abstract): the best of three worlds
Eva-Martin Mueckstein
March 1985 **Proceedings of the 1985 ACM thirteenth annual conference on Computer Science**

Full text available: pdf(267.73 KB) Additional Information: full citation, abstract, citings, index terms

This paper will discuss the problem of designing user-friendly interfaces for computer applications. In particular, we will describe an interface that is based on mapping formal into natural languages in a controlled and structured way. The basic approaches for designing interfaces range from formal or natural language to menu driven ones. Formal language interfaces such as query or programming languages are typically powerful in terms of their manipulative capabilities, safe in ...

6 Gaia: a middleware platform for active spaces
Manuel Román, Christopher Hess, Renato Cerqueira, Anand Ranganathan, Roy H. Campbell, Klara Nahrstedt
October 2002 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 6 Issue 4

Full text available: pdf(155.24 KB) Additional Information: full citation, abstract, references, index terms

We envision a future where people's living spaces are interactive and programmable. Users interact with their offices, homes, cars, malls and airports to request information, benefit from the resources available, and configure the habitat's behavior. Data and tasks are always accessible and are mapped dynamically to convenient resources present in the current location. Users may extend the habitat with personal devices that seamlessly integrate with the environment. Such user-oriented interactiv ...

7 Software process modeling and execution within virtual environments
John C. Doppke, Dennis Heimbigner, Alexander L. Wolf
January 1998 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 7 Issue 1

Full text available: pdf(232.51 KB) Additional Information: full citation, abstract, references, citings, index terms

In the past, multiuser virtual environments have been developed as venues for entertainment and social interaction. Recent research focuses instead on their utility in carrying out work in the real world. This research has identified the importance of a mapping between the real and the virtual that permits the representation of real tasks in the virtual environment. We investigate the use of virtual environments—in particular,

MUDs (Multi-User Dimensions)—in the domain of softwa ...

Keywords: MOO, MUD, PROMO, software process, tools, virtual environments

8 Normalized performance indices for message passing parallel programs
Sekhar R. Sarukkai, Jerry Yan, Jacob K. Gotwals
July 1994 **Proceedings of the 8th international conference on Supercomputing**

Full text available: pdf(1.16 MB) Additional Information: full citation, abstract, references, citings, index terms

Existing tools for locating performance bottlenecks of message passing parallel programs either provide visualizations or profiles of program executions only; they do not highlight the cause of poor program performance. From the perspective of the application, the location and cause of performance problems in terms of procedures, processors and data structures are all important. Identifying the cause of poor performance necessitates the need to expose how well the underlyin ...

9 A color graphics system for I.C. mask design and analysis
N. Weste
June 1978 **Proceedings of the no 15 design automation conference on Design automation**

Full text available: pdf(690.67 KB) Additional Information: full citation, abstract, references, citings, index terms

In view of the continuing requirement for good interactive tools in the area of computer aided design, an advanced high-resolution monochrome and color, mini-computer controlled, graphics display has been designed and built. Considering the particular area of integrated circuit mask design, the ability to produce filled, color coordinated shapes extends the designer's interpretation of displayed layouts to a level not previously available with conventional graphics displays. Apart from this ...

10 Creating effective hypercard online documentation and training
M. Natchez, T. Prose
November 1989 **Proceedings of the 7th annual international conference on Systems documentation**

Additional Information: full citation, abstract, index terms

In recent years, the "hypers" have made a strong impact on technical communication. Hypertext and hypermedia applications have shown that it is possible to communicate information in user-defined, non-linear ways, taking advantage of multiple sources and delivery mechanisms. HyperCard is a particular application, written by Bill Atkinson and packaged with every Macintosh computer, that provides a structure for creating an easy-to-use, interactive learning experience that can eas ...

11 GPGS: a device-independent general purpose graphic system for stand-alone and satellite graphics
L. C. Caruthers, J. van den Bos, A. van Dam
July 1977 **ACM SIGGRAPH Computer Graphics , Proceedings of the 4th annual conference on Computer graphics and interactive techniques**, Volume 11 Issue 2

Full text available: pdf(237.32 KB) Additional Information: full citation, abstract, references, citings

GPGS is a subroutine package offering powerful and versatile support for passive and interactive vector graphics, for time-sharing, batch, and stand-alone minicomputer systems. The package is computer, language, and operating system, as well as display device independent. Its key purpose is to allow for transportabiliit of programs and programmers by providing easy to learn, high level features. The applications programmer

writes his program once and then executes it on any supported graphics eq ...

Keywords: device independent graphics, graphics subroutine package, interactive graphics, satellite graphics

12 Accurate and practical profile-driven compilation using the profile buffer

Thomas M. Conte, Kishore N. Menezes, Mary Ann Hirsch

December 1996 **Proceedings of the 29th annual ACM/IEEE international symposium on Microarchitecture**

Full text available: pdf(1.14 MB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

Profiling is a technique of gathering program statistics in order to aid program optimization. In particular, it is an essential component of compiler optimization for the extraction of instruction-level parallelism. Code instrumentation has been the most popular method of profiling. However, real-time, interactive, and transaction processing applications suffer from the high execution-time overhead imposed by software instrumentation. This paper suggests the use of hardware dedicated to the tas ...

Keywords: profiling, instruction-level parallelism, compiler optimization, profile buffer, superblock scheduling

13 An introduction to the N. mPc design environment

Frederic I. Parke

June 1979 **Proceedings of the 16th Design Automation Conference**

Additional Information: full citation, abstract, citings, index terms

N.mPc, a design tool for multi-processor systems, consists of six components which work together to produce functional register transfer level simulations of multiple processor, heterogeneous target systems. A meta assembler allows the user to specify the format, nmemonics, and associated bit patterns of target instruction sets. Instruction nmemonics are mapped into bit strings and output in a machine independent control/memory allocation graph. A generalized linking loader resolves the mac ...

14 The SIMPLE_1 simulation environment

Philip Cobbin

December 1988 **Proceedings of the 20th conference on Winter simulation**

Full text available: pdf(461.33 KB) Additional Information: full citation, abstract, references, index terms

SIMPLE_1 is a simulation integrated language and environment for LBM PC and compatible computers which blends visual and interactive modeling features with C, Pascal, and object oriented programming (OQP) concepts. SIMPLE_1 is a discrete and a continuous simulation language implemented as a modeling environment with integrated editor, documentation, diagnostics, and tutorials. The language has undergone continued refinement from introduction in 1985 and features user defined variables, func ...

15 WIDE workflow development methodology

L. Baresi, F. Casati, S. Castano, M. G. Fugini, I. Mirbel, B. Pernici

March 1999 **ACM SIGSOFT Software Engineering Notes , Proceedings of the international joint conference on Work activities coordination and collaboration**, Volume 24 Issue 2

Full text available: pdf(1.34 MB) Additional Information: full citation, abstract, references, index terms

The development of workflows (WFs) for complex organizations to be interfaced with

existing information systems requires a specific methodological approach to guarantee benefits and effectiveness of the final results. In fact, the WF should be well integrated in the organization both from the technical and the organizational point of view. While the characteristics of the Workflow Management System (WFMS) platform adopted in the implementation are relevant to establish the boundary between the w ...

Keywords: exceptions, patterns, triggers, workflow design

16 Using taps to separate the user interface from the application code

Thomas Berlage

December 1992 **Proceedings of the 5th annual ACM symposium on User interface software and technology**

Full text available: pdf(836.76 KB) Additional Information: full citation, abstract, references, citings, index terms

A new mechanism based on taps is introduced to separate the output from the application code in graphical interactive interfaces. The mechanism is implemented in GINA, an object-oriented application framework. Taps maintain a functional mapping from application data to interface objects that is described in a general-purpose programming language. Taps are triggered automatically by user actions. Compared to constraints or the MVC model, taps do not need execution or memory support from the ...

Keywords: change propagation, command objects, user interface management systems

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